

PLANAR CHAOS



Illus. Daren Bader

PLAYER'S GUIDE

MAGIC
The Gathering®

A WORLD APART

The *Time Spiral*™ set was all about the past. Its follow-up, the *Planar Chaos*™ set, is all about the present. But not the present you know . . . a present that exists in an alternate reality. Imagine if the time rifts tearing apart Dominaria jumbled things up way back at the dawn

of **Magic**™ design. (They can do that.

They're time rifts.) Imagine if Richard Garfield wore matching socks and had an advanced degree in Aromatherapy. How would things have turned out?



STRANGE BUT TRUE

In the *Planar Chaos* universe, you'll encounter a game that's the same but different. This set takes the "color pie"—the breakdown of which abilities fit into each **Magic** color—and throws it into the blender. Abilities that have always been strongly identified with one color now appear wearing a new frame . . . but the basic philosophy behind each color remains the same. In a world gone mad, everything still makes sense.

Take haste, for example. It's been almost exclusively a red ability because red is passionate and reckless. In this set, however, it's green because green is unpredictable and driven by instinct. Same ability, different philosophy.

White, as usual, cares about law, order, and protecting its community. Naturally, that means it has countermagic! It's not as random as it sounds: The white counterspells either keep creatures safe (sort of like protection) or impose an extra cost on opposing spells (which takes the existing white "taxing" theme and simply expands it to a new area).

The other colors branch out as well. Blue applies its mastery of shapeshifting to shift the shape of opposing creatures, often down to 0 toughness! Black turns its enemies'

Illustration by Rick Post

resources against them through theft, retargeting, and other nasty tricks. Red's aggressive tendencies find it lashing out against flying creatures, and trampling like it's never trampled before. And green's attunement with nature manifests itself in the instinctual wisdom of card drawing and the quite natural ability of flying.

THE WAY IT WASN'T

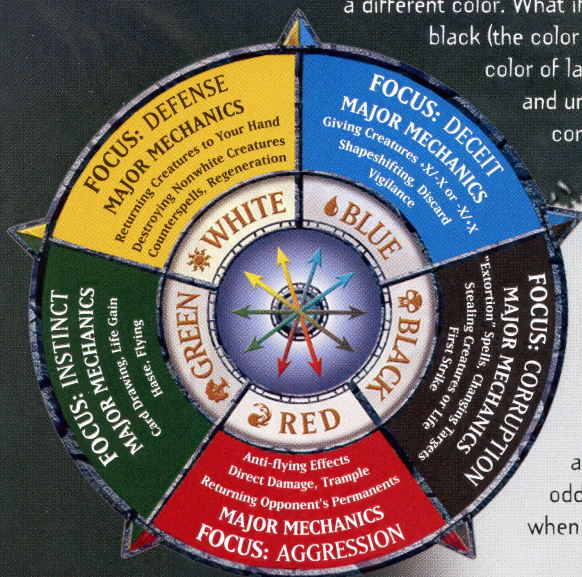
The *Planar Chaos* set takes familiar abilities and uses them in unfamiliar ways to achieve familiar goals. But that's not the only jarring comfort you'll find. The set has its own stable of "timeshifted" cards, but they differ from the *Time Spiral* group in a few ways. They're an integral part of the set, and you'll find plenty in each booster. They appear in an alternate-reality frame that hasn't been seen in this universe before. And these "cards from the past" never actually existed!

Each *Planar Chaos* timeshifted card is what an actual Magic card from the past would look like if it were originally printed in

a different color. What if Wrath of God were

black (the color of death), or Sindbad were green (the

color of land exploration)? Each is somehow both obvious and unexpected in its new color, and you can find the complete list of them on pages 6-7.



DO THE REALITY TWIST

There's plenty more to discover in this bizarre vacation from normality. Keep your eyes peeled for white Thallids, black Rebels, and monored split cards, among other oddities. But the strangest thing of all may be when you stop noticing how strange it is. . . .

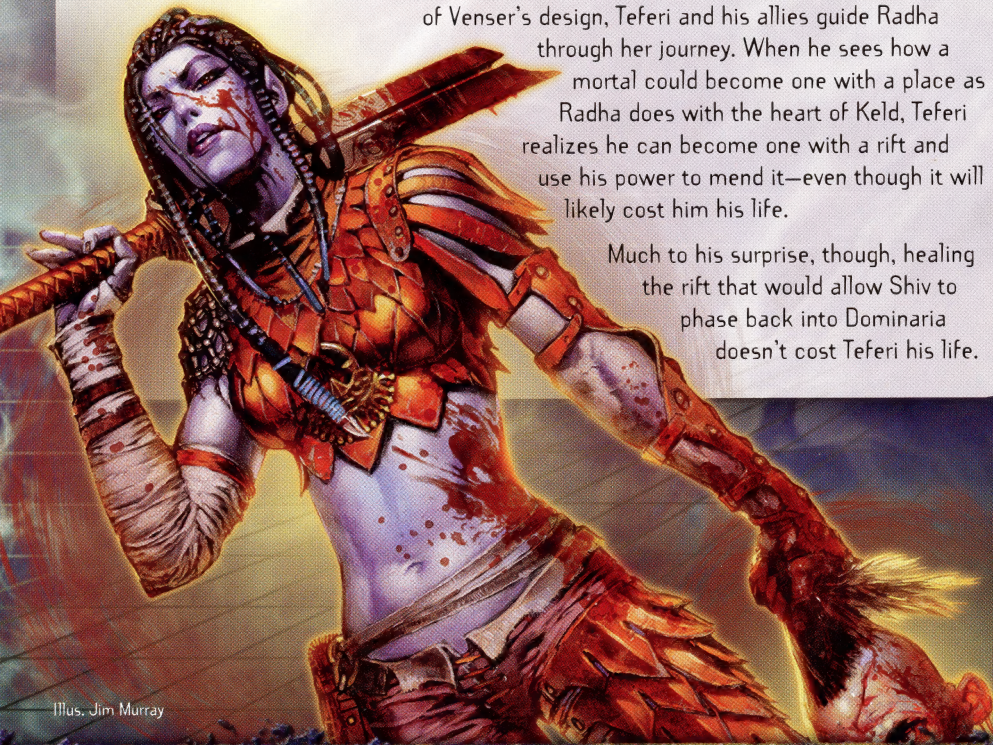
HEALING TIME'S WOUNDS

Dominaria's temporal fabric is unraveling. Its timelines—both real and alternate—are collapsing and colliding in ways that threaten the multiverse itself. The planeswalker Teferi and his friend Jhoira have returned to Dominaria after a three-hundred-year absence to try to save their home plane.

Teferi first seeks out the planeswalker Freyalise, but finds her hostile and apathetic, concerned only with Skyshroud and its nearby planar rift. Only through Radha, a Skyshroud elf with Keldon blood, and Venser, a resourceful artificer from Urborg, does Teferi learn the nature of the planar damage.

Radha's quest is to become a true Keldon warlord, to depose the false Keldons created by the Tolarian Academy's experiments so long ago. With the help of a teleportation device of Venser's design, Teferi and his allies guide Radha through her journey. When he sees how a mortal could become one with a place as Radha does with the heart of Keld, Teferi realizes he can become one with a rift and use his power to mend it—even though it will likely cost him his life.

Much to his surprise, though, healing the rift that would allow Shiv to phase back into Dominaria doesn't cost Teferi his life.



Illus. Jim Murray

It does, however, cost him something priceless: his planeswalker spark. Now mortal, Teferi must find a way to heal the rest of Dominaria's planar wounds, even as time itself corrodes around him.

With Shiv back in its place, Teferi, Jhoira, and Venser turn to the task of mending the other planar rifts. But when the trio uses Venser's teleportation magic to return to Urborg, they're shifted into an alternate timeline—one in which Dominaria's ice age was never halted, and in which the planeswalker Lord Windgrace finds himself battling invading Phyrexians.

Even as Teferi aids Windgrace in fending off the Phyrexian horrors, he begins to perceive a more subtle pattern in the chaos. The mere presence of planeswalkers causes Dominaria's temporal rifts to flare and become volatile, as though the planeswalker spark is linked to the planar damage. Teferi senses something in Venser, something that the elder-dragon planeswalker Nicol Bolas sensed when he confronted the heroes. Venser is a planeswalker, but with a fundamentally different nature from planeswalkers past—a new breed of planeswalker with unknown abilities. Teferi and his friends narrowly escaped the encounter with Bolas, but the confrontation awakened something within Venser, bringing his abilities into sharp focus.

Teferi knows that if he is to mend Dominaria's timelines, he must help Venser fully realize his planeswalking potential. With aid from Jhoira's magic and his own, Teferi helps Venser make his first planeswalk from the icy, embattled alternate timeline back to the Dominaria they know.

Venser and his allies must first seek out Freyalise, to try to gain the cooperation she refused Teferi. But even if Freyalise agrees to help with Dominaria's unraveling time streams, there are graver rifts to mend. Venser will throw himself and Teferi across the planar void in search of another source of aid, the planeswalker most closely connected with the howling rift at Tolaria: the creator of Mirrodin, Karn.



Illus. Daren Bader



Illus. D. Alexander Gregory & Jeremy Jarvis

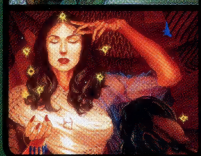
SPIN THE COLOR WHEEL

Each *Planar Chaos* “timeshifted” card is a popular older card shifted into a different color. You can see all of the original cards at <http://gatherer.wizards.com>, the official online Magic card database. While you’re looking, see how many similarities you can spot between each timeshifted card and the card that inspired it.

GREEN

This *Planar Chaos* card is a timeshifted version of . . . from this older set.

Essence Warden	Soul Warden	<i>Exodus</i> [™]
Fa'adiyah Seer	Sindbad†	<i>Arabian Nights</i> [™]
Gaea's Anthem	Glorious Anthem	<i>Urza's Saga</i> [™]
Groundbreaker	Ball Lightning	<i>The Dark</i> [®]
Harmonize	Concentrate	<i>Odyssey</i> [™]
Healing Leaves	Healing Salve	Limited Edition (Alpha)
Hedge Troll	Sedge Troll	Limited Edition (Alpha)
Keen Sense	Curiosity	<i>Exodus</i>
Seal of Primordium	Seal of Cleansing	<i>Nemesis</i> [®]



FUN FACT:

Keen Sense represents a moment in the *Exodus* storyline that could only have occurred had things transpired between Mirri, Crovax, and the dark angel Selenia very differently.

† Reprinted as a *Time Spiral* “timeshifted” card



WHITE



This *Planar Chaos* card is a timeshifted version of . . . from this older set.

Calciderm	Blastoderm	Nemesis
Malach of the Dawn	Ghost Shipt	The Dark
Mana Tithe	Force Spike	Legends™
Mesa Enchantress	Verduran Enchantress	Limited Edition (Alpha)
Mycologist	Elvish Farmer	Fallen Empires™
Porphyry Nodes	Drop of Honey	Arabian Nights
Revered Dead	Drudge Skeletons	Limited Edition (Alpha)
Sinew Sliver	Muscle Sliver	Tempest™
Sunlance	Strafe	Planeshift™

FUN FACT:

“Porphyry Nodes” is a near-anagram of “Drop of Honey.” This hearkens back to a time when **Magic** names used near-anagrams more often. For example, “Onulet” is a near-anagram of “Soul Net,” so named because of its life-gain ability.



BLUE



This *Planar Chaos* card is a timeshifted version of . . . from this older set.

Frozen Æther	Kismet	Legends
Gossamer Phantasm	Skulking Ghost	Mirage™
Merfolk Thaumaturgist	Dwarven Thaumaturgist	Weatherlight™
Ovinize	Humble	Urza's Saga
Piracy Charm	Funeral Charmt	Visions™
Primal Plasma	Primal Clay	Antiquities™
Riptide Pilferer	Headhunter	Onslaught™
Serendib Sorcerer	Sorceress Queen	Arabian Nights
Serra Sphinx	Serra Angel	Limited Edition (Alpha)

FUN FACT:

Riptide Pilferer depicts a merfolk spy lurking under the docks of the Riptide Project, the wizards' laboratory off the coast of Otaria where cephalid and human mages traded secrets and replicated slivers.



BLACK

This *Planar Chaos* card . . . is a timeshifted version of . . . from this older set.

Bog Serpent	Sea Serpent	Limited Edition (Alpha)
Damnation	Wrath of God	Limited Edition (Alpha)
Dunerider Outlaw	Whirling Dervish†	<i>Legends</i>
Kor Dirge	Kor Chant	<i>Exodus</i>
Melancholy	Thirst	<i>Mirage</i>
Null Profusion	Recycle	<i>Tempest</i>
Rathi Trapper	Master Decoy	<i>Tempest</i>
Shrouded Lore	Forgotten Lore	<i>Ice Age™</i>
Vampiric Link	Spirit Link	<i>Legends</i>



FUN FACT:

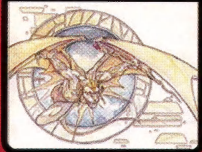
Only twenty-four cards have the honor of appearing in every core set from Alpha through *Ninth Edition*. Three of those cards have timeshifted versions in the *Planar Chaos* set: Wrath of God (Damnation), Giant Growth (Brute Force), and Verduran Enchantress (Mesa Enchantrees).



RED

This *Planar Chaos* card . . . is a timeshifted version of . . . from this older set.

Blood Knight	Black Knight	Limited Edition (Alpha)
Brute Force	Giant Growth	Limited Edition (Alpha)
Molten Firebird	Ivory Gargoyle	<i>Alliances™</i>
Prodigal Pyromancer	Prodigal Sorcerer†	Limited Edition (Alpha)
Pyrohemia	Pestilence	Limited Edition (Alpha)
Reckless Wurm	Arrogant Wurm	<i>Torment™</i>
Shivan Wumpus	Argothian Wurm	<i>Urza's Saga</i>
Simian Spirit Guide	Elvish Spirit Guide	<i>Alliances</i>
Skirk Shaman	Severed Legion	<i>Onslaught</i>



FUN FACT:

Blood Knight was the placeholder name for the *Scourge™* set's Silver Knight. We're glad we saved it for this bad boy.

† Reprinted as a *Time Spiral* "timeshifted" card



PLANESWALKERS' GATHERING

An excerpt from the novel *Planar Chaos* by Scott McGough and Timothy Sanders

Freyalise arrived as delicately as a butterfly, appearing whole and proud before them as the last of the hot forest wind swept past. The patron of Skyshroud was slight, severe, and almost comically small compared to Lord Windgrace. One look at Freyalise's sharp features and penetrating eyes left no doubt as to her power, however. She was as feared as she was mysterious, a self-styled goddess who had twice gone to great effort to preserve Dominaria as a whole simply to protect the parts she actually cared about.

Freyalise was dressed in her preferred garb—that of a young elf woman. Her fine green and white gown left her shoulders bare and her arms exposed to the elbow, where long leather gloves extended down to her fingertips. Her bushy hair stood out from her head, cropped to neck length, and she wore the traditional Llanowar eye patch of brass-colored metal and a single glittering gemstone. Her skin was soft and fair, but its color changed with her mood, shifting from milk white to sunset red as her anger mounted.

"Windgrace," she said. The panther-man nodded respectfully.

Freyalise saw Teferi. She sneered at him and said to Windgrace, "You travel in strange company, my lord."

"Only as dictated by circumstance. You recall I once traveled with you."

"If I had forgotten, I wouldn't be here now," Freyalise said. "But I am here. I have answered your call. Now, before you tell me what you want, tell me why he is here."

"The time rifts," Teferi said. "They're getting worse. Just as I said they would."

Freyalise silenced him with a withering glare. "My question was to you, Lord Windgrace."

"Teferi speaks true. Phyrexians have come again to Urborg. They are not as we fought them long ago. They are cold-weather machines, designed to kill in arctic conditions. They spew from the fissure the Stronghold made when it cracked the sky. . . . we have come to see if Skyshroud has experienced something similar."

Jodah stepped forward with his hands folded firmly into his sleeves. "Hello, Freyalise," he said. "I just want to confirm that you are ignoring me rather than overlooking me." He met Jhoira's puzzled eyes and said to her, "I don't want to surprise her. She lashes out."

"You are no longer capable of surprising me," Freyalise said. "You wore out that option fifteen hundred years ago."

Venser crept up beside Jhoira. He whispered, "Am I the only one here who isn't ancient or ageless?"

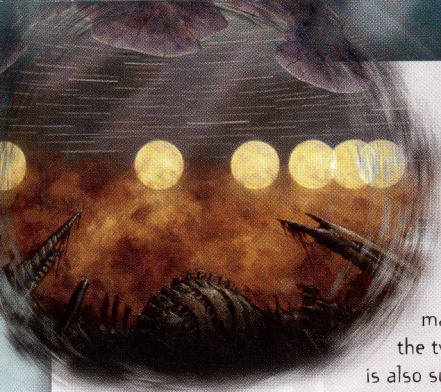
Jhoira turned and held his eyes. "Yes," she said.

"The cold," Jodah said. He turned to face Windgrace. "Tell her about the cold."

Freyalise did not look at Jodah, but she said, "Keld was cold long before I first planted there."

"It will soon get colder." Windgrace folded his arms. "Urborg is in the grip of a magical winter that is tied to the rift. Or so say the Tolarians."

Freyalise hesitated. "How severe is it?"



"Very," Windgrace said. "And getting worse with every passing day."

"It's not as cold as the ice age you and I ended," Jodah said. "Not yet."

Venser whispered, "Why is he antagonizing her?"

"An excellent question." Jhoira motioned for him to be quiet. "Let's listen and we'll all find out together."

Freyalise swiveled her gaze around the platform, magically shoving everyone but Windgrace to the edges. When the two planeswalkers were alone at its center, she said, "Keld is also suffering through an unnatural cold," she said. "I had thought it a symptom of the mana-draining effect the rift has. I thank you for

your new information."

Windgrace nodded. "And the Phyrexians?"

The small woman shifted uncomfortably. "They have come," she said. "But only recently and not in great numbers."

"Not yet," Jodah called.

"If you speak to me again . . ." Freyalise's tone was savage, and she left an ominous pause between her thoughts. "I will extract your tongue and hang you with it."

Jodah nodded, as truculent as a mischievous child, but he kept silent.

Windgrace spoke. "Is this happening anywhere else?"

Freyalise shrugged. "I don't look past Skyshroud's borders any more than you look beyond Urborg's."

"Then this is our problem, for now," Windgrace said. He nodded. "Perhaps it's time we worked in concert once more."

"Reform Urza's team of planeswalkers?" Freyalise tossed her head dismissively. "No thank you. With seven dead in our last outing, we'd have too much work to do filling out the roster." She turned and gave Teferi and Venser a critical look. "And I'm not interested in running down new recruits."

"No teams, Freyalise. No nine. Just you and me. We are the ones who accomplished our mission during the Phyrexian Invasion. I still trust you and your abilities."

"As I do you and yours. But I am older now, Windgrace. I am less inclined to hitch my fortunes so closely to another's."

Windgrace nodded. "So you will not help."

"Oh, I'll help. Just not as you suggest."

The panther's ears swiveled. "What do you propose?"

"We both know our own homes. We know our own minds and inclinations. We know what we are capable of. Let's not fool ourselves; we both work best alone, but I propose that we work in unison."

Windgrace's keen eyes blazed. "Together, but separate."

"Yes. If the time rifts are connected, our efforts will compliment each other. Pursue your strategy in Urborg while I pursue mine in Skyshroud. If either one of us has any success, we can share and mutually profit from it."

"Agreed. But Freyalise . . . have you a strategy to pursue?"

"I would never presume to advise you, my lord, not in war or magic. I expect the same courtesy."

"And so you have it." Windgrace smiled. "It is good to rely on you again, Freyalise, even in this fashion. Good hunting, patron of Skyshroud."

"Yes. Good hunting." Freyalise turned and nodded toward Venser at the far end of the platform. "I must presume upon you, my lord. There is a member of your party I would have assist me."

"Take any but the artificer. He is from Urborg, so he is mine."

"Of course. My plans are for another. With your permission . . ."

"By all means."

Freyalise smiled coldly. She glanced at Teferi then to Jodah. To Jhoira's surprise, Freyalise turned fully around to face her. "Come with me, Ghitu elder."

"Me?"

Teferi, Jodah, and Venser all reacted at once. Jhoira could not distinguish who said what, but the overall mood was of concern bordering on panic.

"Silence," Freyalise said. Each of her friends was pressed back again, the air squeezed from their lungs as they teetered dangerously on the edge of Windgrace's platform.

Jhoira found she could move, and so she stepped forward. "I cannot refuse you, Freyalise."

"No."

"But I can ask you why."

"Indeed. And do you also delude yourself that I must answer?"

Jhoira thought for a moment. "No."

"Smart girl." Freyalise faced Windgrace and bowed deeply. "Thank you, my lord. Call me when your battle is won."

Windgrace's eyes sparkled. "I will."

Freyalise's lips curled into a cruel smile. "Or if you need my help." With that, the patron of Skyshroud waved her arms and faded into nothingness.

With Freyalise gone, the others were free to move again. Jhoira felt her own body thinning, leeching into the void around them. Jodah stepped up beside her and whispered,

"Don't do this."

"I don't think I have any choice."

"Then be very careful. Freyalise is unpredictable. Selfish. And quick to anger."

Teferi had not come forward, but he also spoke, calling out, "Also, she will not hesitate to sacrifice you if it will serve Skyshroud."

"I am open to practical suggestions. What should I do?"

"Stay alive," Jodah said. "I will come for you."



The story continues in the novel *Planar Chaos* by Scott McGough and Timothy Sanders, also included in this *Planar Chaos* fat pack.

THE TEN COOLEST *PLANAR CHAOS* CARDS

by Devin Low, *Planar Chaos* lead developer

1. AKROMA, ANGEL OF FURY

Once a white Angel of Wrath, the beautiful Akroma now lets out her wild side as a legendary 6/6 red Angel with seven new abilities. Morphing out to attack on turn six, pumping up to 13 power or more, and laughing at countermagic, Akroma Angel of Fury is the true queen of the battlefield.



2. TENEB, THE HARVESTER

Leading a flight of five legendary "gold" Dragons, Teneb, the Harvester smashes your buddy for 6, then takes the best dead creature and hits 'em in the face with that too. If your opponent kills one of your other *Planar Chaos* Dragons, just use Teneb to wake it up again and dish out a double dose of Dragon!



3. DAMNATION

"Destroy all creatures. They can't be regenerated." For more than thirteen years, Wrath of God has reigned supreme as the most powerful creature kill of all time. Now that power comes to the king of creature kill—black. Unlike white, black can force opponents to discard their entire hand, then annihilate the entire board. Nothing escapes Damnation.



4. TORCHLING

Torchling shares the untapping and pump abilities that helped the original Morphling outfight entire armies. But Torchling has a red twist—instead of flying over blockers, Torchling forces its enemies to block it, then tears them apart one or two at a time. And instead of becoming untargetable to dodge spells, Torchling redirects those spells back onto your opponent's own creatures!



5. GROUNDBREAKER

Six damage. Three mana. Haste. Many mages can still count the scars left by Ball Lightning smashing them for incredible amounts of damage incredibly quickly. Now the usually predictable green comes roaring out of the gates with a brutal new version of its own. But red never had Birds of Paradise and Llanowar Elves to serve up a hasty 6/1 trampler on turn two!



6. DEAD/GONE

Planar Chaos split cards show a traditional red effect on one side and an alternate-reality red effect on the other. Dead burns weenies to dust. But beyond Blaze and various other X-spells, red has tons of trouble stopping fatties too big to bolt. Gone patches up red's traditional weakness, easily bouncing those fatties out of your way.



7. RADHA, HEIR TO KELD

Radha's green side makes mana like a normal Elf. Her red side makes even more mana in a uniquely red way—by attacking! Usually you have to choose whether your Elves tap for mana or attack. But Radha does both at the same time. You can spend that mana on burn spells, firebreathing abilities, or to turn an attacking Akroma, Angel of Fury face up on turn four!



8. DUST ELEMENTAL

A gigantic white flier for four mana? With fear and flash? No wonder it's got such a big grin. White has a lot of little guys you can bounce with Dust Elemental's "rescue" ability on turn four. You can return creatures with comes-into-play abilities to use those abilities all over again. Or if your opponent plays a creature sweeper, you can flash out Dust Elemental and have it rescue itself and two buddies.



9. SUNLANCE

One way the *Planar Chaos* set demonstrates alternate-reality white's prejudice against other colors is by killing nonwhite creatures simply and directly. Sunlance is as cheap and nearly as deadly as the original Lightning Bolt . . . in the same color as the best Magic weenies. Talk about a deadly combination!



10. CHRONOZOA

A creature with vanishing is usually extra powerful but disappears over time. Chronozoa turns the tables by dividing into more and more creatures as time goes on. First two, then four, then eight, then sixteen! Speed things up with Paradox Haze, Timebender, or Jhoira's Timebug, and drown the board in Chronozoa!





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Illus. Jim Murray

PLANAR CHAOS

CARD ENCYCLOPEDIA

The *Planar Chaos* Card Encyclopedia shows the entire *Planar Chaos* card set. To keep track of your cards, just turn to the checklist on pages 34–35.

Aven Riftwatcher 2*

Creature — Bird Rebel Soldier 2

Flying

Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Aven Riftwatcher comes into play or leaves play, you gain 2 life.

— Dan Haxline 2/3

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Benalish Commander 3*

Creature — Human Soldier Lord 3

Benalish Commander's power and toughness are each equal to the number of Soldiers you control.

Suspend X—****. X can't be 0.

Whenever a time counter is removed from Benalish Commander while it's removed from the game, put a 1/1 white Soldier creature token into play.

— Parents */*

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Crovax, Ascendant Hero 4**

Legendary Creature — Human Lord 4

Other white creatures get +1/+1. Nonwhite creatures get -1/-1.

Pay 2 life: Return Crovax, Ascendant Hero to its owner's hand.

Crovax was destined for an angel's curse, but one warped timeline saw the noble redeemed.

— Pete Venters 4/4

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Dawn Charm 1*

Instant 1

Choose one — Prevent all combat damage that would be dealt this turn; or regenerate target creature; or counter target spell that targets you.

— John Avon 2/3

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Dust Elemental 2**

Creature — Elemental 2

Flash (You may play this spell any time you could play an instant.)

Flying, fear

When Dust Elemental comes into play, return three creatures you control to their owner's hand.

— Rick Post 6/6

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Ghost Tactician 4*

Creature — Spirit Spellshaper 4

* 1, Discard a card: Creatures you control get +1/+0 until end of turn.

Its ethereal hand confers a lifetime of experience with combat and steel.

— Zoltan Boros & Gabor Szekely 2/5

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Heroes Remembered (3) (3)

Sorcery (5)

You gain 20 life.
Suspend 10—* (Rather than play this card from your hand, you may pay * and remove it from the game with ten time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)

—Michael Phillips
M & S: 1993–2007 Wizards of the Coast, Inc. 8/165

Magus of the Tabernacle (3) (3)

Creature — Human Wizard (5)

All creatures have “At the beginning of your upkeep, sacrifice this creature unless you pay 1.”

The Tabernacle’s disciples channel the emanations from Pendrell Vale, spreading its paradoxical demand to be both worshipped and left alone.

—Randy Gallego
M & S: 1993–2007 Wizards of the Coast, Inc. 8/165

2/6

Mantle of Leadership (1) (3)

Enchantment — Aura (5)

Flash (You may play this spell any time you could play an instant.)
Enchant creature
Whenever a creature comes into play, enchanted creature gets +2/+2 until end of turn.

—Thomas M. Baxa
M & S: 1993–2007 Wizards of the Coast, Inc. 8/165

Pallid Mycoderm (3) (3)

Creature — Fungus (5)

At the beginning of your upkeep, put a spore counter on Pallid Mycoderm.
Remove three spore counters from Pallid Mycoderm: Put a 1/1 green Saproling creature token into play.
Sacrifice a Saproling: Each Fungus and each Saproling you control gets +1/+1 until end of turn.

—Jim Nelson
M & S: 1993–2007 Wizards of the Coast, Inc. 10/145

2/4

Poultice Sliver (2) (3)

Creature — Sliver (5)

All Slivers have “2, ♣: Regenerate target Sliver.”

“Its broad claw suggests a chitinous shield, but in fact it conceals glands that secrete a remarkably swift healing agent.”
—Rukarumel, field journal

—Randy Gallego
M & S: 1993–2007 Wizards of the Coast, Inc. 10/145

2/2

Rebuff the Wicked (3)

Instant (5)

Counter target spell that targets a permanent you control.

“I cannot teach you their brand of magic, but I can teach you how to defend against it.”
—Tavalus, priest of Korlis

—Stephen Taplin
M & S: 1993–2007 Wizards of the Coast, Inc. 12/165

Retether (3) (3)

Sorcery (5)

Return each Aura card from your graveyard to play. Only creatures can be enchanted this way. (Aura cards that can’t enchant a creature in play remain in your graveyard.)

The rifts reach into infinite time streams, bringing the divergent products of alternate pasts into the present.

—Dan Scott
M & S: 1993–2007 Wizards of the Coast, Inc. 13/165

Riftmarked Knight (1) (3) (3)

Creature — Human Rebel Knight (5)

Flanking, protection from black
Suspend 3—1***
When the last time counter is removed from Riftmarked Knight while it’s removed from the game, put a 2/2 black Knight creature token with flanking, protection from white, and haste into play.

—William O’Connor
M & S: 1993–2007 Wizards of the Coast, Inc. 14/165

2/2

Saltblast (3) (3)

Sorcery (5)

Destroy target nonwhite permanent.
Dominaria erodes with each passing gust.

—Parente
M & S: 1993–2007 Wizards of the Coast, Inc. 15/165

Saltfield Recluse 2

Creature — Human Rebel Cleric

☛: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

—Brian Despain
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1/2

Serra's Boon 2

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+2 as long as it's white. Otherwise, it gets -2/-1.

"The light of an angel's glance is warm, but her fixed stare blinds and burns."
—Calixis, deacon of the New Order of Serra

—Steven Belledin
© 1993–2007 Wizards of the Coast, Inc. 13/148

Shade of Trokair 3

Creature — Shade

☛: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—☛ (Rather than play this card from your hand, you may pay ☛ and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)

—William O'Connor
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1/2

Stonelocker 2

Creature — Gargoyle

Flash (You may play this spell any time you could play an instant.)

Flying

When Stonelocker comes into play, return a creature you control to its owner's hand.

When Stonelocker comes into play, remove target card in a graveyard from the game.

—Tomas Lorello
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3/2

Stormfront Riders 4

Creature — Human Soldier

Flying

When Stormfront Riders comes into play, return two creatures you control to their owner's hand.

Whenever Stormfront Riders or another creature is returned to your hand from play, put a 1/1 white Soldier creature token into play.

—Wayne Reynolds
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4/3

Voidstone Gargoyle 3

Creature — Gargoyle

Flying

As Voidstone Gargoyle comes into play, name a nonland card.

The named card can't be played.

Activated abilities of permanents with that name can't be played.

Activated abilities of cards with that name that aren't in play can't be played.

—Terese Nielsen
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3/3

Whitemane Lion 1

Creature — Cat

Flash (You may play this spell any time you could play an instant.)

When Whitemane Lion comes into play, return a creature you control to its owner's hand.

Saltfield nomads call a sudden storm a "whitemane."

—Zoltan Boros & Gabor Szekely
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2/2

Calcidern 2

Creature — Beast

Vanishing 4 (This permanent comes into play with four time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

Calcidern can't be the target of spells or abilities.

—Dave Kendall
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5/5

Malach of the Dawn 2

Creature — Angel

Flying

☛☛☛: Regenerate Malach of the Dawn.

"The sun rises, but the world still feels dark. Pray for the arrival of the malachim—they'll bring Dawn to the world and to our hearts."
—Sister Beje, Miracles of the Saints

—Steve Prescott
© 1993–2007 Wizards of the Coast, Inc. 28/145

2/4

Mana Tithes *

Instant [C]

Counter target spell unless its controller pays 1.

*"Those who seek to upset the balance must be taxed for such ambitions."
—Verithain, mesa high priest*

—Martina Pilcerova
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Mesa Enchantress J ♦♦

Creature — Human Druid [C]

Whenever you play an enchantment spell, you may draw a card.

She shepherds mysteries and dust as others would a flock of sheep.

—Randy Gallegos
TM & © 1993-2007 Wizards of the Coast, Inc. 29148

0/2

Mycologist J ♦♦

Creature — Human Druid [C]

At the beginning of your upkeep, put a spore counter on Mycologist.

Remove three spore counters from Mycologist: Put a 1/1 green Saproling creature token into play.

Sacrifice a Saproling: You gain 2 life.

—Kevin Walker
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0/2

Porphry Nodes *

Enchantment [C]

At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. If two or more creatures are tied for least power, you choose one of them.

When there are no creatures in play, sacrifice Porphry Nodes.

—Alan Pollack
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Revered Dead J *

Creature — Spirit Soldier [C]

*: Regenerate Revered Dead.

*"The mists coalesced into silent warriors. We charged them and broke through their lines, only to see them swirl and re-form behind us."
—Golas Mahr, black knight*

—Ron Spears
TM & © 1993-2007 Wizards of the Coast, Inc. 29148

1/1

Sinew Sliver J ♦♦

Creature — Sliver [C]

All Slivers get +1/+1.

As the muscle cords of the creature twitched, Hanna saw an unsettling unanimity in the others' rippling flesh. She didn't know what it meant, but she urged Sisay to keep the ship at a safe distance.

—Steven Belledin
TM & © 1993-2007 Wizards of the Coast, Inc. 29148

1/1

Sunlance *

Sorcery [C]

Sunlance deals 3 damage to target nonwhite creature.

*"It's easy for the innocent to speak of justice. They seldom feel its terrible power."
—Orim, Samite inquisitor*

—Volkan Baga
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Aeon Chronicler 3 ♦♦♦

Creature — Avatar [C]

Aeon Chronicler's power and toughness are each equal to the number of cards in your hand.

Suspend X—♦♦♦♦. X can't be 0.

Whenever a time counter is removed from Aeon Chronicler while it's removed from the game, draw a card.

—Dan Dos Santos
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/

Aquamorph Entity 2 ♦♦♦

Creature — Shapeshifter [C]

As Aquamorph Entity comes into play or is turned face up, it becomes your choice of 5/1 or 1/5.

Morph 2♦♦ (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

—Brian Despain
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/

Auramancer's Guise

Enchantment — Aura

Enchant creature
 Enchanted creature gets +2/+2 for each Aura attached to it and has vigilance.

"Consider not what the mask hides, but what it can reveal."

— Greg Staples
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Body Double

Creature — Shapeshifter

As Body Double comes into play, you may choose a creature card in a graveyard. If you do, Body Double comes into play as a copy of that card.

Where the dead outnumbered the living, mimics scavenged faces from the fallen.

— Steve Prescott
TM & © 1993-2007 Wizards of the Coast, Inc. 10185

0/0

Braids, Conjurer Adept

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

— Jolan Boros & Gabor Salkóczy
TM & © 1993-2007 Wizards of the Coast, Inc. 10185

2/2

Chronozoa

Creature — Illusion

Flying

Vanishing 3 (*This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.*)

When Chronozoa is put into a graveyard from play, if it had no time counters on it, put two tokens into play that are copies of it.

— James Wong
TM & © 1993-2007 Wizards of the Coast, Inc. 10185

3/3

Dichotomy

Sorcery

For each tapped nonland permanent target opponent controls, search that player's library for a card with the same name as that permanent and put it into play under your control. Then that player shuffles his or her library.

Suspend 3—

— Steven Bellentin
TM & © 1993-2007 Wizards of the Coast, Inc. 10185

Dismal Failure

Instant

Counter target spell. Its controller discards a card.

"Two magi could trade spells all day and never crown a victor. The real battle is not one of power but of will. If your confidence breaks, so too shall you."

— Venser

— Dan Scott
TM & © 1993-2007 Wizards of the Coast, Inc. 10185

Dreamscape Artist

Creature — Human Spellshaper

Discard a card, Sacrifice a land: Search your library for up to two basic land cards and put them into play. Then shuffle your library.

He's mastered the art of sleight of land.

— Jim Murray
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1/1

Erratic Mutation

Instant

Choose target creature. Reveal cards from the top of your library until you reveal a nonland card. That creature gets +X/-X until end of turn, where X is that card's converted mana cost. Put all cards revealed this way on the bottom of your library in any order.

— Jolan Boros & Gabor Salkóczy
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Jodah's Avenger

Creature — Shapeshifter

Until end of turn, Jodah's Avenger gets -1/-1 and gains your choice of double strike, protection from red, vigilance, or shadow. (*A creature with shadow can block or be blocked by only creatures with shadow.*)

— Pete Ventres
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4/4

Magus of the Bazaar U



Creature — Human Wizard C

◆: Draw two cards, then discard three cards.

"Some trade in goods, some in secrets. My soul has walked the futures, and I offer the rare coin of possibility."

— Rub Alexander
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

0/1

Pongify U



Instant C

Destroy target creature. It can't be regenerated. That creature's controller puts a 3/3 green Ape creature token into play.

"Some spellcrafting mistakes go on to become spells of their own."

— Heather Hudson
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

Reality Acid C



Enchantment — Aura C

Enchant permanent

Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Reality Acid leaves play, enchanted permanent's controller sacrifices it.

— James Wong
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

Shaper Parasite U



Creature — Illusion C

Morph 2 ◆ (You may play this face down as a 2/2 creature for ◆. Turn it face up any time for its morph cost.)

When Shaper Parasite is turned face up, target creature gets +2/-2 or -2/+2 until end of turn.

— Rk post
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

2/3

Spellshift C



Instant C

Counter target instant or sorcery spell. Its controller reveals cards from the top of his or her library until he or she reveals an instant or sorcery card. That player may play that card without paying its mana cost. Then he or she shuffles his or her library.

— Stephen Tappin
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

Synchronous Sliver C



Creature — Sliver C

All Slivers have vigilance.

"With a twitch of its muscles, its timeline forks. Then, just as quickly, its two selves reintegrate. Causality, strangely, seems not to mind."

— Rukarumel, field journal

— E. M. Gist
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

3/3

Tidewalker C



Creature — Elemental C

Tidewalker comes into play with a time counter on it for each island you control.

Vanishing (At the beginning of your upkeep, remove a time counter from this permanent. When the last is removed, sacrifice it.)

Tidewalker's power and toughness are each equal to the number of time counters on it.

— Dave Kendall
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

/

Timebender U



Creature — Human Wizard C

Morph ◆ (You may play this face down as a 2/2 creature for ◆. Turn it face up any time for its morph cost.)

When Timebender is turned face up, choose one — Remove two time counters from target permanent or suspended card; or put two time counters on target permanent with a time counter on it or suspended card.

— Jostan Boros & Gabor Szekszal
Mag. © 1993-2007 Wizards of the Coast, Inc. 15145

1/1

Veiling Oddity C



Creature — Illusion C

Suspend 4 — ◆ (Rather than play this card from your hand, you may pay ◆ and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)

When the last time counter is removed from Veiling Oddity while it's removed from the game, creatures are unblockable this turn.

— Dave DeVries
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2/3

Venarian Glimmer 2 4

Instant

Target player reveals his or her hand. Choose a nonland card with converted mana cost X or less from it. That player discards that card.

Dream of nothing, and wake to a dream come true.

— John Avon
M & S © 1995 Wizards of the Coast, Inc. 501145

Wistful Thinking 2 4

Sorcery

Target player draws two cards, then discards four cards.

"To probe the wonders of the multiverse, to gaze upon worlds unspoiled by blade or spell . . . it's enough to make one weep for the possibilities denied."

— Brian Despain
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Frozen Ether 3 4

Enchantment

Artifacts, creatures, and lands your opponents control come into play tapped.

Gjornersen entertained his followers by taking bets on which would move first—the drowsing land uwm or the frozen goblins.

— Dan Dos Santos
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Gossamer Phantasm 1 4

Creature — Illusion

Flying

When Gossamer Phantasm becomes the target of a spell or ability, sacrifice it.

"Belief matters more than truth. Every moment, belief in imaginary things alters lives while truth sits unnoticed and waits."

— Hakim, Lorexaster

— Jon Foster
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Merfolk Thaumaturgist 2 4

Creature — Merfolk Wizard

Switch target creature's power and toughness until end of turn.

"Blasted fishtails! It's not enough that they meddle with my head, but they toast my body as well."

— Tahngarth of the Weatherlight

— Steve Prescott
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Oviniae 1 4

Instant

Target creature loses all abilities and becomes 0/1 until end of turn.

"You wish for me to cow your enemies? I can do better than that . . ."

— Teferi, second-level student

— Bruce Nelson
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Piracy Charm 4

Instant

Choose one — Target creature gains islandwalk until end of turn; or target creature gets +2/-1 until end of turn; or target player discards a card.

— John Avon
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Primal Plasma 3 4

Creature — Elemental Shapeshifter

As Primal Plasma comes into play, it becomes your choice of a 3/3 creature, a 2/2 creature with flying, or a 1/6 creature with defender.

Tocasta brushed the gears and cogs from the table. There, before two wide-eyed brothers, she began a lesson on raw elemental magic.

— Luca Zastini
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Riptide Pilderer 1 4

Creature — Merfolk Rogue

Whenever Riptide Pilderer deals combat damage to a player, that player discards a card.

Morph ♦ (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

— Steve Prescott
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Serendith Sorcerer 1 1 1



Creature — Human Wizard

☞: Target creature other than Serendith Sorcerer becomes 0/2 until end of turn.
"Even a dragon is humble as a kitten if it thinks itself a slave."

— Dan Scott

1/1

Serra Sphinx 3 1 1



Creature — Sphinx

Flying, vigilance

Sphinxes drink from the mystic mires of Serra's realm, where their keen eyes watch reflections of what is and what is yet to come.

— Darren Butler

4/4

Big Game Hunter 1 1 1



Creature — Human Rebel Assassin

When Big Game Hunter comes into play, destroy target creature with power 4 or greater. It can't be regenerated.

Madness ☞ (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)

— Carl Critchlow

1/1

Blightspeaker 1 1 1



Creature — Human Rebel Cleric

☞: Target player loses 1 life.
 ☞, ☞: Search your library for a Rebel card with converted mana cost 3 or less and put it into play. Then shuffle your library.
One croaked sermon spreads propaganda and plague.

— Rich Schick

1/1

Brain Gorgers 3 1 1



Creature — Zombie

When you play Brain Gorgers, any player may sacrifice a creature. If a player does, counter Brain Gorgers.

Madness 1☞ (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)

In spite of their hunger, they're slow eaters.

— Ken Wallace

4/2

Circle of Affliction 1 1 1



Enchantment

As Circle of Affliction comes into play, choose a color.

Whenever a source of the chosen color deals damage to you, you may pay 1. If you do, target player loses 1 life and you gain 1 life.

— Rob Alexander

Cradle to Grave 1 1 1



Instant

Destroy target nonblack creature that came into play this turn.

"As the fell soil's appetite grows, it gulps down passersby upon their first downfall!"
 —Ezriith, druid of the Dark Hours

— Dave Koza

Dash Hopes 1 1 1



Instant

When you play Dash Hopes, any player may pay 5 life. If a player does, counter Dash Hopes.

Counter target spell.

"Focus an enemy's mind on what's already gone, and it's easier to take away more."
 —Holux, stronghold racketeer

— John Bove

Deadly Grub 1 1 1



Creature — Insect

Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Deadly Grub is put into a graveyard from play, if it had no time counters on it, put a 6/1 green Insect creature token into play with "This creature can't be the target of spells or abilities."

— Pi Ji Gan

3/1

Enslave 4 C

Enchantment — Aura

Enchant creature
You control enchanted creature.
At the beginning of your upkeep, enchanted creature deals 1 damage to its owner.

— Julian Borew & Greg Scharb

Extirpate C

Instant

Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)
Choose target card in a graveyard other than a basic land. Search its owner's graveyard, hand, and library for all cards with the same name as that card and remove them from the game. Then that player shuffles his or her library.

— Jeff Leaver

Imp's Mischief 1 C

Instant

Change the target of target spell with a single target. You lose life equal to that spell's converted mana cost.

"Do the innocent pay for the crimes of the guilty? Of course they do. That's the fate of the weak."
— Nicol Bolas

— Thomas M. Wright

Magus of the Coffers 4 C

Creature — Human Wizard

2, C: Add C to your mana pool for each Swamp you control.

All that remains of the Cabal are the echoes in its deepest vault. Yet those who hear the echoes feel a power undiminished by the dust of ages.

— Dan Hildebrand

4/4

Midnight Charm C

Instant

Choose one — Midnight Charm deals 1 damage to target creature and you gain 1 life; or target creature gains first strike until end of turn; or tap target creature.

— Jeff Leaver

Mirri the Cursed 2 C

Legendary Creature — Vampire Cat

Flying, first strike, haste
Whenever Mirri the Cursed deals combat damage to a creature, put a +1/+1 counter on Mirri the Cursed.
A hero fails, a martyr falls. Time twists and destinies interchange.

— Roy Walker

3/2

Muck Drubb 3 C

Creature — Beast

Flash (You may play this spell any time you could play an instant.)
When Muck Drubb comes into play, change the target of target spell that targets only a single creature to Muck Drubb.
Madness 2C (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)

— Joel Nickson

3/3

Phantasmagorian 5 C

Creature — Horror

When you play Phantasmagorian, any player may discard three cards. If a player does, counter Phantasmagorian.
Discard three cards: Return Phantasmagorian from your graveyard to your hand.

— Steve Ellis

6/6

Ridged Kusite C

Creature — Horror Spellshaper

1C, C: Discard a card: Target creature gets +1/+0 and gains first strike until end of turn.

"It offers but a taste of the power that the shadows have to offer. But even that is a heady wine indeed."
— Rataadrabik of Urborg

— Rick Lipton

1/1

Roiling Horror 3



Creature — Horror

Roiling Horror's power and toughness are each equal to your life total minus the life total of an opponent with the most life. Suspend X—X. X can't be 0. Whenever a time counter is removed from Roiling Horror while it's removed from the game, target player loses 1 life and you gain 1 life.

3/4

Spitting Sliver 4



Creature — Sliver

All Slivers have first strike.

"Our lances' reach had been our saving grace in our fight against the hive. Now even that advantage is taken from us."
—Adam Capashen, Benaïsh knight

3/3

Temporal Extortion 3



Sorcery

When you play Temporal Extortion, any player may pay half his or her life, rounded up. If a player does, counter Temporal Extortion.

Take an extra turn after this one.

"The scythe of time or my blade at your throat—the choice is yours."
—Hollis, thoroughbred racketeer

Treacherous Urge 4



Instant

Target opponent reveals his or her hand. You may put a creature card from it into play under your control. That creature has haste. Sacrifice it at end of turn.

Waning Wurm 3



Creature — Zombie Wurm

Vanishing 2 (This permanent comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

7/6

Bog Serpent 5



Creature — Serpent

Bog Serpent can't attack unless defending player controls a Swamp. When you control no Swamps, sacrifice Bog Serpent.

"We thought it was a fallen tree trunk. Then it ate Shod."
—Sneed, goblin barkwright

5/5

Damnation 2



Sorcery

Destroy all creatures. They can't be regenerated.

Dunerider Outlaw 3



Creature — Human Rebel Rogue

Protection from green

At end of turn, if Dunerider Outlaw dealt damage to an opponent this turn, put a +1/+1 counter on it.

Tales of the outlaw's cruelty and might grew more embellished with each crime.

1/1

Kor Dirge 2



Instant

All damage that would be dealt this turn to target creature you control by a source of your choice is dealt to another target creature instead.

Rath's new steincar eliminated the brutish moggs and took a new slave race, one more reminiscence of her own feline grace.

Melancholy 2

Enchantment — Aura

Enchant creature
When Melancholy comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of your upkeep, sacrifice Melancholy unless you pay ♠.

—Tara Gold, *Wind*

Null Profusion 4

Enchantment

Skip your draw step.
Whenever you play a card, draw a card.
Your maximum hand size is two.
"Some say that time is cyclical and that history inevitably repeats. My will is my own. I won't bow to fate."
—Vohraht

—Ken Walker

Radii Trapper 1

Creature — Human Rebel Rogue

♠, ♣: Tap target creature.
Tangling vines, fetid muck, paralyzing poisons, and crawling dead. The swamp is nature's trap waiting to be exploited by unnatural minds.

—Peter Ventres

Shrouded Lore

Sorcery

Target opponent chooses a card in your graveyard. You may pay ♠. If you do, repeat this process except that opponent can't choose a card already chosen for Shrouded Lore. Then put the last chosen card into your hand.

—Ken Walker

Vampiric Link

Enchantment — Aura

Enchant creature
Whenever enchanted creature deals damage, you gain that much life.
The familiar's fangs deliver the master's bite.

—Ken Walker

Æther Membrane

Creature — Wall

Defender
Æther Membrane can block as though it had flying.
Whenever Æther Membrane blocks a creature, return that creature to its owner's hand at end of combat.

—Zoltan Horvath & Gabor Siki

Akroma, Angel of Fury 5

Legendary Creature — Angel

Akroma, Angel of Fury can't be countered.
Flying, trample, protection from white, protection from blue
♠ Akroma, Angel of Fury gets +1/+0 until end of turn.
Morph ♠ (You may play this face down as a 2/2 creature for ♠. Turn it face up any time for its morph cost.)

—Daren Bader

Battering Sliver 5

Creature — Sliver

All Slivers have trample.
Covered with hard shell-like plates, these slivers burrow through solid rock to carve out new nests for their hives.

—Greg Staples

Detritivore 2

Creature — Lhurgoyf

Detritivore's power and toughness are each equal to the number of nonbasic land cards in your opponents' graveyards.
Suspend X—X (X can't be 0).
Whenever a time counter is removed from Detritivore while it's removed from the game, destroy target nonbasic land.

—Eric Cagle

Dust Corona 



Enchantment — Aura 

Enchant creature
 Enchanted creature gets +2/+0 and can't be blocked by creatures with flying.

*"They infiltrated deep into the enemy camp under cover of darkness . . . and dirt."
 —Corus, vishanior warrior*

—Laura Zentini

Fatal Frenzy 



Instant 

Until end of turn, target creature you control gains trample and gets +X/+0, where X is its power. Sacrifice it at end of turn.

*"I hope to have such a death—lying in triumph upon the broken bodies of those who slew me."
 —Radha, Keldon warlord*

—Steve Ellis

Fireflight Mage 



Creature — Goblin Spellshaper 

1 , , Discard a card: Target creature can't be blocked this turn except by artifact creatures and/or red creatures.

After millennia of advancement in goblin military theory, Joggo V1 realized that almost everyone is afraid of fire.

—Greg Staples 1/1

Fury Charm 



Instant 

Choose one — Destroy target artifact; or target creature gets +1/+1 and gains trample until end of turn; or remove two time counters from target permanent or suspended card.

—John Avon

Hammerheim Deadeye 



Creature — Giant Warrior 

Echo 5  (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Hammerheim Deadeye comes into play, destroy target creature with flying.

—Carl Critchlow 3/3

Keldon Marauders 



Creature — Human Warrior 

Vanishing 2 (This permanent comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Keldon Marauders comes into play or leaves play, it deals 1 damage to target player.

—Lee Harvey Oswaldelli 3/3

Lavacore Elemental 



Creature — Elemental 

Vanishing 1 (This permanent comes into play with a time counter on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

Whenever a creature you control deals combat damage to a player, put a time counter on Lavacore Elemental.

—E. M. Girt 5/3

Magus of the Arena 



Creature — Human Wizard 

3 , : Tap target creature you control and target creature of an opponent's choice he or she controls. Each of those creatures deals damage equal to its power to the other.

The magus still hears the roar of the crowds. They're gone, but the will to compete remains.

—Thomas M. Baza 5/5

Needlepeak Spider 



Creature — Spider 

Needlepeak Spider can block as though it had flying.

*"It's a testament to the forests' devastation that giant spiders now make their homes amid Dominaria's barren spires."
 —Azanaph, greenseeker*

—Darryl Birtio 4/2

Shivan Meteor 3 2

Sorcery

Shivan Meteor deals 13 damage to target creature.

Suspend 2—1 1 1 (Rather than play this card from your hand, you may pay 1 1 1 and remove it from the game with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)

—Doug Ching

Stingscourger 1 2

Creature — Goblin Warrior

Echo 3 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Stingscourger comes into play, return target creature an opponent controls to its owner's hand.

—Wayne Reynolds

2/2

Sulfur Elemental 2 2

Creature — Elemental

Flash (You may play this spell any time you could play an instant.)

Split second (As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)

White creatures get +1/-1.

—Dave Heddel

3/2

Timecrafting 2

Instant

Choose one — Remove X time counters from target permanent or suspended card; or put X time counters on target permanent with a time counter on it or suspended card.

Oddly, an unstable time stream makes wizards want to tinker with it even more.

—Volkan Baga

Torchling 3 2

Creature — Shapeshifter

- Untap Torchling.
- Target creature blocks Torchling this turn if able.
- Change the target of target spell that targets only Torchling.

1: Torchling gets +1/-1 until end of turn.
 2: Torchling gets -1/+1 until end of turn.

—Ark Boon

3/3

Volcano Hellion 2 2

Creature — Hellion

Volcano Hellion has echo X, where X is your life total.

When Volcano Hellion comes into play, it deals an amount of damage of your choice to you and target creature. The damage can't be prevented.

—Wayne Reynolds

6/5

Bust 5

Sorcery

Destroy all lands.

—Mark Rosewater

Gone 2

Instant

Return target creature you don't control to its owner's hand.

—Mark Rosewater

Tumble 5

Sorcery

Tumble deals 6 damage to each creature without flying.

—Mark Rosewater

Boom 1

Sorcery

Destroy target land you control and land you don't control.

—Mark Rosewater

Dead 2

Instant

Deal 2 damage to target creature.

—Mark Rosewater

Rough 1

Sorcery

Rough deals 2 damage to each creature without flying.

—Mark Rosewater

Blood Knight 2



Creature — Human Knight

First strike, protection from white

His is the fury of the wildfire, the boiling blood of the volcano. He fights you not because you've wronged him, but because you're there.

—Matt Cavola

2/2

Brute Force 2



Instant

Target creature gets +3/+3 until end of turn.

Blood, bone, and sinew are magnified, as is the rage that drives them. The brain, however, remains unchanged—a little bean, swinging by a strand in a cavernous, raving head.

—Wayne Reynolds

Molten Firebird 4



Creature — Phoenix

Flying

When Molten Firebird is put into a graveyard from play, return it to play under its owner's control at end of turn and you skip your next draw step.

4 Remove Molten Firebird from the game.

—Christopher Morley

2/2

Prodigal Pyromancer 2



Creature — Human Wizard

Prodigal Pyromancer deals 1 damage to target creature or player.

"Learn to burn!"
—Institute of Arcane Studies motto

—Jeremy Jarvis

1/1

Pyrohemias 2



Enchantment

At end of turn, if no creatures are in play, sacrifice Pyrohemias.

Pyrohemias deals 1 damage to each creature and each player.

—Stephen Lippin

Reckless Wurm 3



Creature — Wurm

Trample

Madness 2 (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)

Bred for battle in the Grand Coliseum, these wurms annihilated whole ecosystems when released into the wild.

—Greg Staples

4/4

Shivan Wumpus 3



Creature — Beast

Trample

When Shivan Wumpus comes into play, any player may sacrifice a land. If a player does, put Shivan Wumpus on top of its owner's library.

It's easier to move the village than to divert the wumpus.

—Ron Spears

6/6

Simian Spirit Guide 2



Creature — Ape Spirit

Remove Simian Spirit Guide in your hand from the game: Add to your mana pool.

"All my spells smell like burnt hair lately."
—Jaya Ballard, task mage

—Dave Previews

2/2

Skirk Shaman 1



Creature — Goblin Shaman

Skirk Shaman can't be blocked except by artifact creatures and/or red creatures.

In a shaman's grimy hands, a concoction of dried Skirk Ridge herbs can become the face of panic.

—Chippy

2/2

Ana Battlemage 2

Creature — Human Wizard

Kicker 2 (and/or 1)

When Ana Battlemage comes into play, if the 2 kicker cost was paid, target player discards three cards.

When Ana Battlemage comes into play, if the 1 kicker cost was paid, tap target untapped creature and that creature deals damage equal to its power to its controller.

—Jim Nelson 2/2

Citanul Woodreaders 2

Creature — Human Druid

Kicker 2 (You may pay an additional 2 as you play this spell.)

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

—Steven Bellera 1/4

Deadwood Treefolk 5

Creature — Treefolk

Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Deadwood Treefolk comes into play or leaves play, return another target creature card from your graveyard to your hand.

—Don Hazelton 3/6

Evolution Charm 1

Instant

Choose one — Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library; or return target creature card from your graveyard to your hand; or target creature gains flying until end of turn.

—Mark Avon 1/3

Fungal Behemoth 3

Creature — Fungus

Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control.

Suspend X — (X can't be 0.)

Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.

—Mark Fedin */*

Giant Dustwasp 3

Creature — Insect

Flying

Suspend 4 — (Rather than play this card from your hand, you may pay 1 and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)

—Greg Hildebrandt 3/3

Hunting Wilds 3

Sorcery

Kicker 3 (You may pay an additional 3 as you play this spell.)

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

—Steve Ellis 1/3

Jedit Ojanen of Efrava 3

Legendary Creature — Cat Warrior Lord

Forestwalk

Whenever Jedit Ojanen of Efrava attacks or blocks, put a 2/2 green Cat Warrior creature token with forestwalk into play.

The cat warriors recognized this Jedit's face, but not his force loyalty to Efrava.

—Carl Critchlow 5/5

Kavu Predator 1

Creature — Kavu

Trample

Whenever an opponent gains life, put that many +1/+1 counters on Kavu Predator.

In a withered world, the scent of healthy prey is enough to drive a predator to frenzy.

—Dan Scott 2/2

Life and Limb 3

Enchantment

All Forests and all Saprolings are 1/1 green Saproling creatures and Forest lands in addition to their other types.

*"It was a sight of pain and awe—a twisted forest, migrating across the salt plain in search of richer soil."
—Edahis, greenseeker*

—Jan Nelson

Magus of the Library

Creature — Human Wizard

•: Add 1 to your mana pool.
•: Draw a card. Play this ability only if you have exactly seven cards in hand.

The ancient books slowly crumbled, their secrets turning to dust. But their every word rings within the magus's head.

—Wayne Reynolds

Mire Boa

Creature — Snake

Swampwalk
•: Regenerate Mire Boa.

Mire slime courses through its veins in place of blood. No sooner does it bleed than it opens its mouth to replace the loss.

—Greg Hildebrandt

Pouncing Wurm 3

Creature — Wurm

Kicker 2 (You may pay an additional 2 as you play this spell.)
If the kicker cost was paid, Pouncing Wurm comes into play with three +1/+1 counters on it and with haste.

—William O'Connor

Psychotrope Thallid 2

Creature — Fungus

At the beginning of your upkeep, put a spore counter on Psychotrope Thallid. Remove three spore counters from Psychotrope Thallid. Put a 1/1 green Saproling creature token into play.

•, Sacrifice a Saproling: Draw a card.

—Dave Kendall

Reflex Sliver 3

Creature — Sliver

All Slivers have haste.

*"This sliver comes into the world a perfect predator. It's ready to hunt and devour its first meal within seconds of hatching!"
—Rukarumel, field journal*

—Lara Zornani

Sophic Centaur 3

Creature — Centaur Spellshaper

2 • • •, Discard a card: You gain 2 life for each card in your hand.

He endures the pain of remembering Krosa as it once was and hopes that a future generation will have need of his memories.

—Dan Dos Santos

Timbermare 3

Creature — Elemental

Haste
Echo 5 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When Timbermare comes into play, tap all other creatures.
Only nature wreaks such lovely havoc.

—Dan Dos Santos

Uktabi Drake

Creature — Drake

Flying, haste
Echo 1 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

—Matt Cavotta

Utopia Vow 1 U

Enchantment — Aura U

Enchant creature
 Enchanted creature can't attack or block.
 Enchanted creature has "e: Add one mana of any color to your mana pool."
"I'll guard this fruit and its seedling until the land is healed. My life now belongs to Dominaria."
 —Heather Hudson

Vitaspore Thallid 1 U

Creature — Fungus U

At the beginning of your upkeep, put a spore counter on Vitaspore Thallid.
 Remove three spore counters from Vitaspore Thallid: Put a 1/1 green Saproling creature token into play.
 Sacrifice a Saproling: Target creature gains haste until end of turn.
 —Christopher Mueller 1/1

Wild Pair 4 U U

Enchantment U

Whenever a creature comes into play, if you played it from your hand, you may search your library for a creature card with the same total power and toughness and put it into play. If you do, shuffle your library.
 —Mark Brill

Essence Warden 1 U

Creature — Elf Shaman U

Whenever another creature comes into play, you gain 1 life.
"The more our numbers grow, the more I gain hope that Ibrath and his cursed stronghold will one day fall."
 —Eldamri, Lord of Leaves
 —Heather Hudson 1/1

Fa'adiyah Seer 1 U

Creature — Human Shaman U

e: Draw a card and reveal it. If it isn't a land card, discard it.
"My visions don't show me home. They show me where home is yet to be found."
 —Heather Hudson 1/1

Gaea's Anthem 1 U U

Enchantment U

Creatures you control get +1/+1.
"To those who can hear it, Gaea's battle song brings power as swift as sunlight and as enduring as the deep roots of the forest."
 —Gamalen, Citanul elder
 —Alex Supple

Groundbreaker 3 U U

Creature — Elemental U

Trample, haste
 At end of turn, sacrifice Groundbreaker.
The earth's memory is long, its retribution brief.
 —Matt Cavotta 6/1

Harmonize 2 U U

Sorcery U

Draw three cards.
"Life's greatest lessons don't come from focus or concentration. They come from breathing and simply noticing."
 —Seton, centaur druid
 —Josh Alexander

Healing Leaves 1 U

Instant U

Choose one — Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.
The elves of Llanocor don't trust in alchemy. They rely instead on pure herbs harvested from the forest's sacred heart.
 —Michael Sutfin

Hedge Troll 2



Creature — Troll Cleric

Hedge Troll gets +1/+1 as long as you control a Plains.
 ♦: Regenerate Hedge Troll.

His abode was clean and bare, not a morsel in sight. I asked him what he ate, fearing the answer. He smiled and said his faith alone sustained him.

—Daryic

2/2

Keen Sense 1



Enchantment — Aura

Enchant creature
 Whenever enchanted creature deals damage to an opponent, you may draw a card.

Crevax sensed that Mirri wasn't ready for the curse taking hold of her. Weeping in his heart, he fled.

—Jim Nelson

Seal of Primordium 1



Enchantment

Sacrifice Seal of Primordium: Destroy target artifact or enchantment.

*"I am the simplifier, the root that drags all artifice to earth."
 —Seal inscription*

—Christopher Mueller

Cautery Sliver 2



Creature — Sliver

All Slivers have "♦, Sacrifice this creature: This creature deals 1 damage to target creature or player."
 All Slivers have "♣, Sacrifice this creature: Prevent the next 1 damage that would be dealt to target Sliver or player this turn."

—Dany Orizio

2/2

Darkheart Sliver 2



Creature — Sliver

All Slivers have "Sacrifice this creature: You gain 3 life."
*"At first we thought we were in some haunted wood. Then the branches twisted and scuttled toward us."
 —Merrik Aidar, Benalish patrol*

—Mark Post

2/2

Dormant Sliver 2



Creature — Sliver

All Slivers have defender and "When this creature comes into play, draw a card."
*"It triggers the hive's period of Aetheric fertility—a time when even feeding is a lower priority than reproduction."
 —Rukarumet, field journal*

—Lara Grant West

2/2

Frenetic Sliver 1



Creature — Sliver

All Slivers have "♠: If this creature is in play, flip a coin. If you win the flip, remove this creature from the game and return it to play under its owner's control at end of turn. If you lose the flip, sacrifice it."

—Lara Grant West

2/2

Intet, the Dreamer 3



Legendary Creature — Dragon

Flying
 Whenever Intet, the Dreamer deals combat damage to a player, you may pay 2♦. If you do, remove the top card of your library from the game face down. You may look at that card as long as it remains removed from the game. You may play that card without paying its mana cost as long as Intet remains in play.

—Dan Scott

6/6

Necrotic Sliver 1



Creature — Sliver

All Slivers have "♣, Sacrifice this creature: Destroy target permanent."
Though Volrath is long dead, the slivers have become everything he wanted them to be: mindless instruments of destruction and despair.

—Dave Allsup

2/2

Numot, the Devastator 3 ♦ ♦ ♦

Legendary Creature — Dragon

Flying

Whenever Numot, the Devastator deals combat damage to a player, you may pay 2 ♦. If you do, destroy up to two target lands.

— Dan Abnett
6/6

Oros, the Avenger 3 ♦ ♦ ♦

Legendary Creature — Dragon

Flying

Whenever Oros, the Avenger deals combat damage to a player, you may pay 2 ♦. If you do, Oros deals 3 damage to each nonwhite creature.

— Brian Rader
6/6

Radha, Heir to Keld 3 ♦ ♦ ♦

Legendary Creature — Elf Warrior

Whenever Radha, Heir to Keld attacks, you may add ♦ ♦ to your mana pool. ♦: Add ♦ to your mana pool.

—“Run home, cur. I’ve already taken your master’s head. Don’t make me thrash you with it.”

— Jim Murray
2/2

Teneb, the Harvester 3 ♦ ♦ ♦

Legendary Creature — Dragon

Flying

Whenever Teneb, the Harvester deals combat damage to a player, you may pay 2 ♦. If you do, put target creature card in a graveyard into play under your control.

— Colleen Fucini & Gabriele Szekely
6/6

Vorosh, the Hunter 3 ♦ ♦ ♦

Legendary Creature — Dragon

Flying

Whenever Vorosh, the Hunter deals combat damage to a player, you may pay 2 ♦. If you do, put six +1/+1 counters on Vorosh.

— Mark Zug
6/6

Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

—“Yawgmoth’s corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse.”

— Lord Windgrace

— John Avon
0/0

PLANAR CHAOS

CARD CHECKLIST

WHITE

- 1 C Aven Riftwatcher
- 2 R Benalish Commander
- 3 R Crovax, Ascendant Hero
- 4 C Dawn Charm
- 5 R Dust Elemental
- 6 C Ghost Tactician
- 7 R Heroes Remembered
- 8 R Magus of the
Tabernacle
- 9 U Mantle of Leadership
- 10 C Pallid Mycoderm
- 11 C Poultrice Sliver
- 12 U Rebuff the Wicked
- 13 R Retether
- 14 U Riftmarked Knight
- 15 U Saltblast
- 16 C Saltfield Recluse
- 17 U Serra's Boon
- 18 C Shade of Trokair
- 19 U Stonecloak
- 20 U Stormfront Riders
- 21 R Voidstone Gargoyle
- 22 C Whitestone Lion
- 23 U Calciderm
- 24 U Malach of the Dawn
- 25 C Mana Tithe
- 26 R Mesa Enchantress
- 27 U Mycologist
- 28 R Porphyry Nodes
- 29 C Revered Dead
- 30 C Sinew Sliver
- 31 C Sunlane

BLUE

- 32 R Aeon Chronicler
- 33 C Aquamorph Entity
- 34 U Auramancer's Guise
- 35 R Body Double
- 36 R Braids, Conjuror Adept
- 37 R Chronozoa
- 38 R Dichotomy
- 39 U Dismal Failure
- 40 C Dreamscape Artist
- 41 C Erratic Mutation
- 42 U Jodah's Avenger
- 43 R Magus of the Bazaar
- 44 U Pongify
- 45 C Reality Acid
- 46 C Shaper Parasite
- 47 R Spellshift
- 48 C Synchronous Sliver
- 49 U Tidewalker
- 50 U Timebender
- 51 C Veiling Oddity
- 52 U Venarian Glimmer
- 53 C Wistful Thinking
- 54 U Frozen Aether
- 55 C Gossamer Phantasm
- 56 C Merfolk Thaumaturgist
- 57 U Ovinize
- 58 C Piracy Charm
- 59 C Primal Plasma
- 60 U Riptide Pilferer
- 61 R Serendib Sorcerer
- 62 R Serra Sphinx

BLACK

- 63 U Big Game Hunter
- 64 C Blightspeaker
- 65 C Brain Gorgers
- 66 U Circle of Affliction
- 67 C Cradle to Grave
- 68 C Dash Hopes
- 69 C Deadly Grub
- 70 U Enslave
- 71 R Extirpate
- 72 R Imp's Mischief
- 73 R Magus of the Coffers
- 74 C Midnight Charm
- 75 R Mirri the Cursed
- 76 U Muck Drubb
- 77 U Phantasmagorian
- 78 C Ridged Kusite
- 79 R Roiling Horror
- 80 C Spitting Sliver
- 81 R Temporal Extortion
- 82 U Treacherous Urge
- 83 U Waning Worm
- 84 C Bog Serpent
- 85 R Damnation
- 86 U Dunerider Outlaw
- 87 U Kor Dirge
- 88 C Melancholy
- 89 R Null Profusion
- 90 C Rathi Trapper
- 91 U Shrouded Lore
- 92 C Vampiric Link

RED

- 93 U Æther Membrane
- 94 R Akroma, Angel of Fury
- 95 C Battering Sliver
- 96 R Detritivore
- 97 C Dust Corona
- 98 R Fatal Frenzy
- 99 C Firefight Mage
- 100 C Fury Charm
- 101 U Hammerheim Deadeye
- 102 C Keldon Marauders
- 103 U Lavacore Elemental
- 104 R Magus of the Arena
- 105 C Needlepeak Spider
- 106 U Shivan Meteor
- 107 C Stingscourger
- 108 U Sulfur Elemental
- 109 U Timecrafting
- 110 R Torchling
- 111 R Volcano Hellion
- 112 R Boom/Bust
- 113 C Dead/Gone
- 114 U Rough/Tumble
- 115 U Blood Knight
- 116 C Brute Force
- 117 R Molten Firebird
- 118 C Prodigal Pyromancer
- 119 U Pyrohemia
- 120 U Reckless Wurm
- 121 R Shivan Wumpus
- 122 C Simian Spirit Guide
- 123 C Skirk Shaman

GREEN

- 124 U Ana Battlemage
- 125 C Citanul Woodreaders
- 126 U Deadwood Treefolk
- 127 C Evolution Charm
- 128 R Fungal Behemoth
- 129 C Giant Dustwasp
- 130 U Hunting Wilds
- 131 R Jedit Ojanen of Efrava
- 132 U Kavu Predator
- 133 R Life and Limb
- 134 R Magus of the Library
- 135 C Mire Boa
- 136 U Pouncing Wurm
- 137 U Psychotrope Thallid
- 138 C Reflex Sliver
- 139 U Sophic Centaur
- 140 R Timbermare
- 141 C Uktabi Drake
- 142 C Utopia Vow
- 143 C Vitaspore Thallid
- 144 R Wild Pair
- 145 C Essence Warden
- 146 C Fa'adiyah Seer
- 147 R Gaea's Anthem
- 148 R Groundbreaker
- 149 U Harmonize
- 150 C Healing Leaves
- 151 U Hedge Troll
- 152 U Keen Sense
- 153 C Seal of Primordium

MULTICOLORED

- 154 U Cautery Sliver
- 155 U Darkheart Sliver
- 156 U Dormant Sliver
- 157 U Frenetic Sliver
- 158 R Intet, the Dreamer
- 159 U Necrotic Sliver
- 160 R Numot, the Devastator
- 161 R Oros, the Avenger
- 162 R Radha, Heir to Keld
- 163 R Teneb, the Harvester
- 164 R Vorosh, the Hunter

LAND

- 165 R Urborg, Tomb of Yawgoth

○ - Regular card

□ - Premium card

C - Common

U - Uncommon

R - Rare

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